

DELAWARE LOTTERY SPORTSBOOK WAGERING RULES

Updated: July 2017

1. Please check your tickets for accuracy before leaving the wagering counter.
 - Tickets go as written and cannot be altered or voided once accepted by the player, except at the sole and absolute discretion of the Delaware Lottery.
 - Once both parties accept a wager, it will not be altered or voided prior to the start of the event except at the discretion of the Delaware Lottery.
 - Computer generated point spreads/odds shall determine winners, losers, ties and payout odds.
 - Computer generated wagering tickets are official and may not always match propositions on the display boards.
2. For the currently offered odds or point spreads on a given event, please inspect the display boards posted within the book area. The display boards may not list the odds, point spreads or totals for certain events. If such information is not listed on the display boards, then review the odds sheets made available in the book area. If you cannot find the odds, point spreads or totals for a specific event, ask a teller for further assistance.
3. The Delaware Lottery reserves the right to accept or refuse any wager or delete or limit any selection(s) prior to the acceptance of any wager.
4. All wagers must be parlays consisting of three or more individual games. In the event that less than three games remain because a game is canceled or not played, those wagers will be refunded. In the event those games are played but there is a wagering tie, those games are "Action" (a valid bet).
5. The Delaware Lottery is not responsible for lost, stolen, altered or unreadable tickets.
6. Tickets are void if mutilated, altered in anyway, illegible or incomplete.
7. The Delaware Lottery reserves the right to determine the minimum and maximum wagers on all sporting events.
8. Wagering tickets are void after one year from the date of the conclusion of the last event on the wager.
9. Winning tickets may be mailed in for redemption. See reverse side of ticket for mail-in redemption instructions. The Delaware Lottery is not responsible for tickets not mailed pursuant to instructions on the reverse side of the ticket.
10. A valid, physical game ticket must be presented for all prize claims.
11. Delaware State Lottery is not responsible for paying winning tickets resulting from any system of terminal malfunction.
12. All games must be played within seven (7) days of the originally scheduled date for action. All games are action regardless of site change.
13. For betting purposes, unless stipulated otherwise on printed betting sheets, winners and losers are official after 55 minutes of play. The Delaware Lottery does not recognize defaults prior to the start of the event, suspended games, result changes, protests, or overturned decisions, etc., for wagering purposes.
14. "Total wagers" results will be determined based on the final score of the game (including overtime).
15. For halftime wagers, point spreads apply to the final score of the game and not to second half scoring alone.
16. Persons under the age of 21 are prohibited from wagering, collecting winning wagers or loitering in or about the sportsbook area.
17. The Delaware Lottery reserves the right to add, delete, or change its Wagering Rules and/or payoff odds at any time.
18. In the event of a dispute that cannot be resolved at the Sportsbook, a customer may submit a written appeal to the Delaware Lottery. The decision of the Delaware Lottery shall be final.

The Delaware Sports Lottery is sponsored solely by the Delaware State Lottery and is not associated with or authorized by any professional or collegiate sports organization.

PAYOFF ODDS

(Off the board, excluding parlay/teaser cards, unless stipulated otherwise.)

In the event of a wagering tie:

- Parlay- Reduces to the next lowest number of games. If two teams remain, the payoff is 13 to 5. If one team remains, the payoff is 11 to 10.
- Teaser - Reduces to the next lowest number of games, as long as that is more than one. In the event that two teams remain because of one or more ties, 6-point teasers pay 10 to 12, 6 ½-point teasers pay 10 to 13 and 7-point teasers pay 10 to 14. If, as a result of ties, there is only one game left in a teaser, that bet is "No Action" and wagers will be refunded.
- 10-Point Teaser - Ties Lose.

Parlays

3 Teams pays	11 to 2
4 Teams pays	10 to 1
5 Teams pays	20 to 1
6 Teams pays	40 to 1
7 Teams pays	80 to 1
8 Teams pays	160 to 1

Teasers

	<u>6 points</u>	<u>6 ½ points</u>	<u>7 points</u>
3 Teams pays	8 to 5	7 to 5	6 to 5
4 Teams pays	11 to 5	2 to 1	9 to 5
5 Teams pays	4 to 1	7 to 2	3 to 1
6 Teams pays	6 to 1	5 to 1	9 to 2
7 Teams pays	8 to 1	7 to 1	6 to 1
8 Teams pays	10 to 1	9 to 1	8 to 1

10-Point Teaser

3 Teams pays	10 to 13	Ties Lose
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